

# **A spooky teaser this way comes**

Written by dreamkatcha. Any related videos, as always, can be found on my YouTube channel.

None of this would have been possible without the fantastic resources generously provided by immensely talented emulator authors, and communities such as Hall of Light, Lemon Amiga, Lemon 64, World of Spectrum, Moby Games, World of Longplays and Recorded Amiga Games. Thank you for your tireless dedication to preserving the history of gaming.

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Meet Boo!, the eponymous hero of MicroProse's regrettably unreleased, multi-platform cartoon scare-em-up. With the witching season almost upon us, you're in for a real (trick or) treat.

This exclusive, previously unseen VHS footage reveals what might have been under more favourable market conditions, and had the promising game been in the works a year or two earlier.

In my upcoming 'Games that Weren't' article, I'll be chronicling Boo!'s curtailed development story, and speaking to the talented team who made it hap... well you know what I mean.

Along the way, we'll discover what went wrong, and why it's a crying shame the game is more likely to remain an

apparition than drop a Putty Squad shaped bombshell.